Center Director's Safety Bulletin

April 30, 2001

Calendar of Events

May

"A Clean Space Is A Safe Space"

May Safety Training

May 15-17, 2001

System Safety Workshop

May 16, 2001

CPR

May 18, 2001

System Safety Seminar

May 23-25, 2001

Fire Hazards

May 23, 2001

Lockout/Tagout

Confined Space

May 25, 2001 Oxygen Systems: Operations and Maintenance

Contact the Learning Center at 3-2996 for a video on "Safe Driving Practices"

Vacation Traveling

It appears that we will have another summer of recordbreaking highway travel. Most of us will have our cars checked and serviced before we hit the road, confident that we have taken every safety precaution. However, being safe means more than having good tires, a spare and a flare in the trunk. Here are six highway safety tips to help you see and be seen.

- 1. Wipers: Wiper blades should be checked periodically. If they are worn and brittle, replace them. Keep the reservoir filled with windshield wiper solvent.
- 2. Signals: Get in the habit of checking your turn signals, brake lights, and emergency flashers. They are essential for communication.
- 3. Headlights: Check your headlights periodically. The chance of being involved in a fatal accident after sundown may increase by as much as 300 percent with a headlight out.
- 4. Rear Window: Make sure that you can see out the rear window. If you have luggage, camping gear, or other travel items loaded in the rear window, you may be an accident waiting to happen. Although side mirrors help, they are a poor substitute for a clear view out the back window.
- 5. Windshield: The combined effect of chipped or cracked glass, bugs, and road film obscure vision. Repair a damaged windshield as soon as possible, and clean it regularly.
- 6. Sunglasses: There are times when the sun visors above your windshield will not be enough to shield your eyes from the glare, so have a good pair of sunglasses readily available.

Potential for Employee Exposure to Lyme Disease

Many Glenn employees perform their work duties outdoors near heavy brush and wooded areas. Lyme disease has become a health concern over the past years due to its potential to cause permanent damage to the nervous system and joints.

Lyme Disease is an inflammatory illness caused by bacteria. The bacteria is transmitted to humans through blood-feeding ticks infected with the bacteria. The primary cause for the spread of the bacteria in the northeast United States is the deer tick.

The deer tick has not been established in Ohio; however, a few have been found to make their way into the state via birds and other migrating animals. In response to the outbreaks of Lyme Disease in the New England states, the Ohio Department of Health has inspected deer and wooded areas for deer ticks. Since 1983, only 11 deer ticks have been found in Ohio. None of the eleven was infected with the bacteria. Over the last couple of years, the Cuyahoga County Board of Health has inspected deer for ticks during the Metropark's deer culling – to date, no ticks have been discovered.

People pick up the ticks when they walk through wooded areas and come into direct contact with brush and debris containing the ticks. The ticks like to attach to hidden, hairy areas on the body such as ankles, armpits, groin, and scalp. The bacteria are transmitted about 36 hours after the tick has attached itself and started feeding.

Although the potential for exposure to infected deer ticks in Ohio is very low, it is always good practice to wear long, light-colored trousers when working in wooded areas or heavy brush. Trousers should be tucked inside socks or boots to prevent ticks from getting in under the pant leg. Light colored clothing is recommended because it allows ticks to be seen more easily. After working in a wooded area, always check the body very carefully for ticks; the deer tick is only the size of a pin head so check carefully. When a tick is found, it should be removed immediately. Removal should be done by a medical professional whenever possible.

REMEMBER: Mission Success Starts with Safety